

SOMETHING BAD IS ABOUT TO HAPPEN. YOU'VE SEEN IT.

CAN YOU CHANGE THE FUTURE?

You have 9 points to spend on Stats. Mark the top row from left to right and the bottom row, right to left. Stacked boxes can only be marked if the one beneath isn't.

Roll 6 Foresight dice. Choose or roll three starting Traits and how you earn Foresight. Roll the Disaster and Place you've Seen.

Start with the Intro, in a Location in the Place facing a Conflict.

Use Dramatic Moves and Actor Moves to drive the story.

You can end a scene any time after you've spent at least one Foresight. Cross off the current node and follow the line of your choice. Roll up a new scene focus, conflict, and location if needed.

If you have no Foresight left, end the scene abruptly and start the next in Dire Straits. If you survive, pick any open node as the next.

When you can't reach a new node, the game ends in the Climax.

| FORESIGHT | | TRAITS | |
|-----------|---------|--------|--|
| — — — — — | | | |
| ACTION | | | |
| | | | |
| GENUINE | THOUGHT | MOTIFS | |
| | | | |
| INVENTIVE | CYNICAL | | |
| | | | |
| | | | |
| | SAVVY | | |
| DEBILITY | | | |

Invocations someone who is present • a new Debility • a tool • a rumor or fact • a past experience • sheer dumb luck

// When you _____ and gain a Debility in the process, regain one Foresight die.

// When you want something but the outcome is uncertain or dangerous, roll your pool.

Take one Stat's dice, if you can. Add one if a Trait helps. Add or subtract one if the fiction leans strongly for or against you. Add one if you Invoke. Roll.

If a Debility hinders, remove the highest die once per Debility Tag and hindering Trait. Choose any two dice to read.

// When you seek to know more about the world, roll 1d6. Add 1 if a Trait helps. Choose one die; a 5-6 is "yes and", 3-4 is "yes but", and 1-2 is "no and".

READING THE DICE

10+: what you wanted; add a point to the Stat used if any.

7-9: what you wanted, but a Complication, and slide a point to or from the Stat and the opposite if you can.

6-: not what you wanted, and a Complication. Gain a Debility, or, if you used a Stat, lose a point from it – your choice.

| STARTING TRAITS (3-) | | | |
|----------------------|-------------|------------------|--------------------|
| 1-2 | fight dirty | see it through | shrewdly negotiate |
| 3-4 | know people | find the missing | stubbornly outlast |
| 5-6 | avoid blame | ask for help | convince otherwise |

| COMPLICATIONS | | | | | | |
|---------------|--------------|------------------|----------------------|-------------------|------------------|-----------------------------|
| 4+ | malfunction | you hurt someone | bad position | hard bargain | unpleasant truth | add 1 point to highest Stat |
| 1+ | break | someone is hurt | physical connection | secret revealed | bad news | lose Foresight die |
| 0 | control lost | you suffer harm | emotional connection | weakness revealed | very bad news | gain Debility |

Your current Foresight determines the row; you can always choose a result as if you had lower Foresight.

FORESIGHT

You can replace any rolled die with a die of Foresight before accepting the result. Any Foresight dice must be chosen as part of the result.

At least once per scene, when you use Foresight, choose an element of the situation as a motif to inform the fiction.

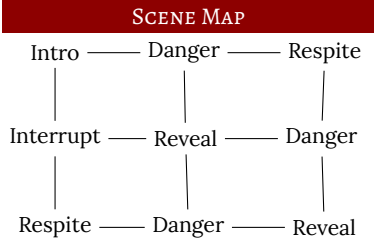
NARROW FOCUS

When a Stat hits 5, gain one temporary Trait and one Debility of your choice. The temporary Trait goes away when the Stat drops below 5.

Traits Genuine, "Unguarded". Cynical, "Jaded". Action, "Aggressive". Thought, "Indecisive". Inventive, "Awkward". Savvy, "Stubborn".

DEBILITY

When you gain a Debility, add a Tag for it. Use Debilities to guide the fiction; Debilities go away when the fiction says they do.



INTERRUPT: it's a trap • betrayal • ambush • seduction • Danger • Reveal.

DIRE STRAITS: you're imprisoned; add "Beaten" • left for dead; add "Wounded <part>" • in a death trap; add "Pinned" • framed; add "Blamed" • groomed; add "Unprepared" • powerless; add "Blocked"; don't gain Foresight.

CLIMAX: the Disaster unfolds in Danger and you must endure • only you can stop it • sacrifice is needed • it's necessary • an ally sees a weakness • you planned for this.

| DISASTER | |
|----------|--|
| 1 | a ticking time bomb; you know how long but not where |
| 2 | a murder; you know the victim, but not the killer |
| 3 | a coup; you know the figurehead but not the ringleader |
| 4 | a mechanical flaw causes death; you know when but not how |
| 5 | a tryst leads to war; you know one lover but not the other |
| 6 | a trade exposes your operation; you know what but not who |

| FORESIGHT ACT | |
|---------------|-----------------------------|
| 1 | perform a ritual |
| 2 | create something |
| 3 | lie convincingly |
| 4 | are brutally honest |
| 5 | spend time meditating |
| 6 | fully focus on the physical |

BLINDSIDE

blindsides // katamoiran rpgs // Inspired by A Dirty World, Apocalypse World, 6 Hours to Midnight, Swords Without Master // November 14, 2017.

| PLACES | | |
|--------|--|--|
| 1 | a country estate; a full moon | a deserted mall in a blizzard |
| 2 | the Duke's manor; his birthday | a high-rise in the city; grand opening |
| 3 | the royal palace; the coronation | an office building; a Christmas party |
| 4 | a mage's crystal tower; a diplomatic meeting | a casino; the 50 year anniversary gala |
| 5 | a ship at sea; a storm | a yacht near a desert island; sharks |
| 6 | a museum; a new exhibit unveiling | a packed convention hall; innocent bystanders everywhere |

| LOCATIONS | | |
|-----------|-------------------------|----------------------|
| 1 | a glittering ballroom | a dingy cell |
| 2 | a crowded bar | an empty balcony |
| 3 | a forbidden study | an unexpected garden |
| 4 | the messy kitchen | the damp cellar |
| 5 | in the dark | the bathroom |
| 6 | the lavish master suite | a perfumed pool |

| CONFLICT | | |
|----------|--------------------|-----------------------|
| 1 | a temptation | a brawl over insult |
| 2 | a seduction | duel over honor |
| 3 | a duel of words | a sneak attack |
| 4 | a malicious reveal | an embarrassing prank |
| 5 | a rebellion | a shocking gesture |
| 6 | a show of force | a sudden betrayal |

| KEYWORDS FOR SETTING SCENES | | | | | | |
|-----------------------------|---------|---------|----------|----------|---------|-----------|
| 1 | capture | revenge | water | want | envy | selfish |
| 2 | ice | hatred | jealousy | love | hope | despair |
| 3 | rage | fire | fear | time | history | dominance |
| 4 | attack | defense | magic | resist | pain | malice |
| 5 | scheme | honor | duty | betrayal | mistake | obsession |
| 6 | debt | vice | future | power | desire | machinery |

| ENEMY TYPE | | | PERSON | | |
|------------|----------|-----------|--------|---------|-----------|
| 1 | powerful | banned | 1 | noble | assassin |
| 2 | rival | noble | 2 | expert | student |
| 3 | natural | mob | 3 | spy | tinker |
| 4 | personal | connected | 4 | scholar | hunter |
| 5 | genius | ex-lover | 5 | soldier | medic |
| 6 | hidden | cunning | 6 | artist | socialite |

| DESCRIPTION | | | | |
|-------------|-----------|--------------|---|----------|
| 1 | beautiful | bold | 4 | expert |
| 2 | retiring | brilliant | 5 | tough |
| 3 | cheerful | good-hearted | 6 | likable |
| | | | | creative |
| | | | | quick |
| | | | | friendly |

| DRAMATIC MOVES | | |
|----------------|---|---|
| | 1 | Put someone in a high-stakes or compromising spot. |
| | 2 | Reveal an unexpected danger or cost. |
| | 3 | Hurt someone or threaten to. |
| -3 | 4 | Tempt or provoke a reaction. |
| | 5 | Take something or someone away. |
| | 6 | Expose a weakness or past mistake's consequences. |
| | 1 | Use the hero's Traits against them. |
| | 2 | Turn the hero's action or intent back on them. |
| | 3 | Show something awful off-screen. |
| 4+ | 4 | Bring in someone interesting with an agenda. |
| | 5 | Show a new facet of or drawback to the hero's assets. |
| | 6 | Offer a hard bargain or an unpalatable choice. |

| DURESS | | ACTOR MOVE | |
|--------|----------------|------------|-----------------------------|
| 1 | imprisonment | 1 | does something impetuous |
| 2 | pain | 2 | tips your hand accidentally |
| 3 | beating | 3 | demands answers |
| 4 | interrogation | 4 | acts exactly as expected |
| 5 | forced service | 5 | rebels against norms |
| 6 | threats | 6 | tries to manipulate you |

| MOTIVE | | ULTERIOR MOTIVE | |
|--------|---------------|-----------------|---------------------------|
| 1 | self-interest | | to survive |
| 2 | nobility | | adulation or hero worship |
| 3 | patriotism | | freedom |
| 4 | logic | | enlightenment |
| 5 | desire | | to possess or consume |
| 6 | manipulation | | self-interest |

| STARTING TRAITS (4+) | | | |
|----------------------|----------------|-------------------|------------------------|
| 1 | react fast | change shape | lie convincingly |
| 2 | create art | figure out why | perform a ritual |
| 3 | strike first | be bluntly honest | focus on action |
| 4 | tend wounds | heal with magic | demand an answer |
| 5 | find a thing | open the locked | just fit through |
| 6 | impress people | gracefully duel | find a sympathetic ear |

“THERE’S A PLOT TO KILL YOU,” I SAY, AND THE
FLAME-HAIRED MAGE STARES AT ME.

She’s not surprised at all, I register. Something’s wrong here.

“I know,” she says, “You must trust me.”

What does she do? A 2; she tips my hand accidentally.

Behind me I hear her assistant Androv shouting, and I whip
around. He gestures at Vasia, and brings his hand down to throw a
shimmering sphere of mageforce.

I’ll dive between them, taking the hit if necessary; that’s Action, a
pool of 4, +1 for my focus on action trait.

A 2, 4, 5, 6, and 6, for an easy 12. One more point to Action, capping
it, so I add a temporary Trait, Aggressive, and a Debility, broken ribs.

I intercept the spell, and it thuds into my chest, sending me
sprawling. She weaves a counterattack, she’s an archmage after
all, but she’s not prepared for this.

Grimly, I climb back to my feet, and stagger over to him.

Does he try to cast a spell? A 3, so yes, but it’s hastily cast and it just
misses me.

Focusing years of training, I haul back and hit him as hard as I can.

I have Savvy 3, +1 for aggressive. The fiction says I’m at a strong
disadvantage, so minus one, but I invoke my feelings for Vasia,
which adds 1, so I have a pool of 4d.

A 3, 4, 5, and 5. That’s not good; I lose the highest die twice, once for
each of my Debilities, so I’m down to just the 3 and 4 – for a total of 7.

I swap in my last Foresight, a 6, for the 3, giving me a solid 10. I add
a point to Savvy and add the Motif “mages have glass jaws”.

I have the satisfaction of seeing him drop, boneless, to the floor. I
turn to check on Vasia, and she’s gone white, and she whispers
something, an apology, I think.

I’m out of Foresight, so the scene will end abruptly, and I’ll wake up
in dire straits.

I wake up in a dingy cell, accused of her murder. I don’t care how
many mages are gunning for me.

I’M GOING TO SORT THIS THING OUT.